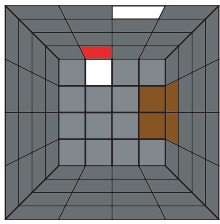
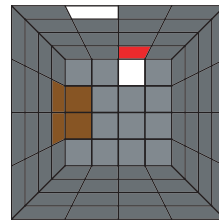


Algorytmy układania kostki 4x4x4 - Rubik's Revenge

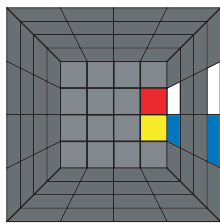
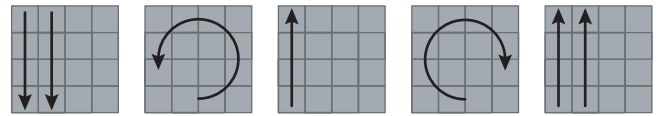
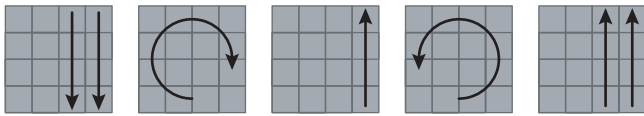
ze strony: kostka-rubika.web.iq.pl



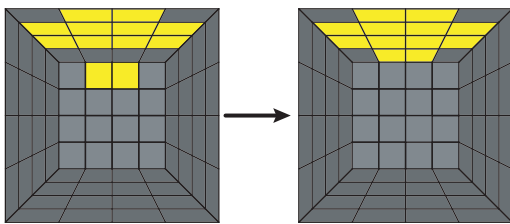
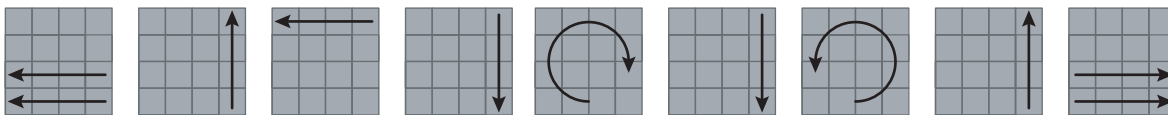
Łączenie 2 klocków krawędziowych po prawej



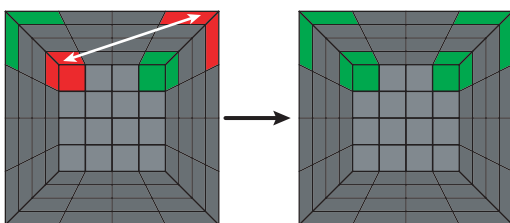
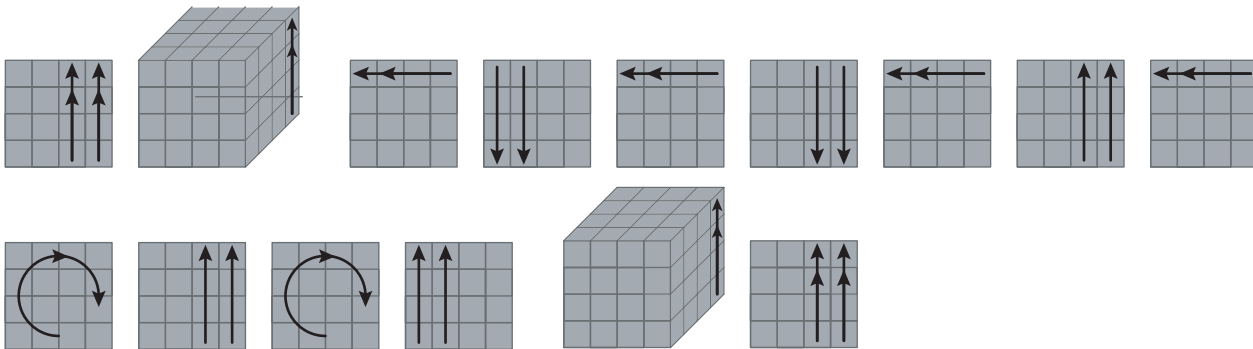
Łączenie 2 klocków krawędziowych po lewej



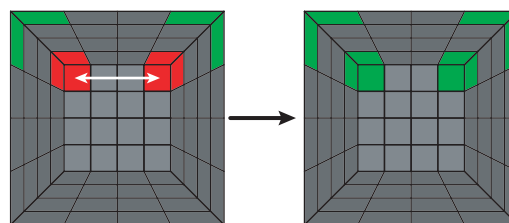
Łączenie 2 ostatnich krawędzi



Poprawianie parzystości krawędzi



lub



Poprawianie parzystości narożników

